

SEGA

AM R&D DEPT.#3



INSTRUCTION MANUAL

Photo Finish!

You enter this race feeling confident. And why not? You've spent endless hours perfecting even the most difficult curves, until you felt you could run the race blindfolded. All that training, all that time in the cockpit comes down to this race: the Sage Rally Championship.

You manage to make it through the first couple of courses, though not without incident. The hairpin turn in the forest slows you down, but luckily you make the check point. Thanks to the walls, it looks like your crew has some work to do when this one's all over.

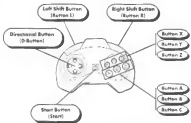
But worry about that later. Right now you're going for the finish line. All of the others have fallen behind, except one, and he's hungry for the championship. It's you and him, neck and neck, steel screaming against steel. He waits a moment too long to shift gears coming out of the final turn, and that's all you need. You floor the accelerator, and beat him by a foot. Victory is yours!

"We will continue to test and develop the current Celica GT-Four and will possibly continue with existing Safari testing"
Ove Andersson, Toyota Motorsport president (after being banned from the 1993 RAC Rally for illegal use of turbo air restrictors during the Catalunya Rally).

The Celica GT-Four is featured in this game unrestricted!

Take Control

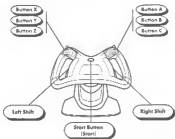
Sega Saturn Control Pad



Control	Select screen	During Play
Start*	Moves selection	Pauses game; resumes play
D-Button	Moves highlight	Moves cur
Button A*	Makes selection	Makes cur track
Button B	Returns to previous screen	Moves cur backward
Button C*	Makes selection	Makes cur faster
Button X	Has function	Changes game screen view
Button Y	Has function	Changes game screen view
Button Z	No function	Changes game screen view
Button L	See Controls, page 13	Makes game slower
Button R	See Controls, page 13	Makes game faster

* In this manual Start A and C are the "Confirm" buttons.
These are the default settings. To change the button functions see Key Config, page 9.

Sega Saturn Arcade Racer



Control	Select screen	During Play
Start [*]	Makes selections	Pause games & resume play
Steering Wheel	Moves highlighter left/right	Steer car
Left/Right Shift	Moves highlighter up/down	Shift gear down/up
Button A [*]	Makes selections	Changes game screen view
Button B	Return to previous screen	Makes car accelerate
Button Y [*]	Makes selections	Makes car decelerate
Button Z	Run function	Changes game screen view
Button X	Run function	Makes car brake
Button Z	Run function	Makes car audio

^{*} In this manual, Start, A and Y, replace "C" within Buttons^{*}

^{*} These are the default settings. To change the button functions see Key Config. page 9

Getting Started

After the various logos, the game intro appears. Press Start to bring up the title screen and again to bring up the mode select screen.

To access a mode, highlight it and press the Confirm Button.



Arcade

Use the Arcade panel (left) to set up your favorite customizable driver in the Championship race. Finish one course and go on to the next one. Or, select the Practice mode to perfect your racing skills. Run three laps in the default race on the track, or race in the environment.

Time Attack

A particular part of the course gives you trackside help: Time Attack. You'll have the chance to race again and again, and you get that tracky sense just right. Select any of the Arcade mode races to race on.

2 Player Battle

Your friend's been bragging all day that he's the better driver. You're kind enough it's time to prove your friend is the best.

Car Settings

Customize your car and take it out on the road! Up to four settings can be saved at a time.

Records

Keeps the top course speeds in Records.

Options

Change features of the game.

Options

For the options listed, press the **SELECT**, **START**, or **RIGHT** to select unless otherwise noted.

Handling

Select how fast your car responds to the controls.
Choose from **SHOCK**, **NORMAL**, and **QUICK**.



Arcade

Difficulty

The more difficult the level, the higher the skill of the computer-controlled cars. Select from **EASY**, **NORMAL**, and **HARD**.

Championship

The number of laps per race for the Championship race. Select either **1 LAP** or **3 LAPS**.

Time Compare

When the option is enabled, each time you pass through the check point the difference between your current time and the lap's Best Time for this point in the lap is displayed.
Choose either **ON** or **OFF**.

Time Attack

Ghost Mode

Select the Time Attack 1 laps mode, enable the Ghost Mode by selecting one of the other, **A/R**, and run a race under 4 minutes, 10 seconds. When you race again, your car's image from the previous race appears. Then you pass a time.

When you set the option, when A/R is valid image, if A/R is equally fastest image (the closer you come to B the more rapidly the car slows), or C/R is too the option off. If you set to load the image, you'll race against 4 copies over time. The change race against the previous race. When P/R game is timed off the Ghost mode does a line. It will show a huge Saturn Backup cartridge (sold separately) to store the game data. If you wish to save Ghost Mode data, use the instruction manual of the Backup for saving game data.

Time Compare

Switch to the Arcade mode Time Compare, select in the menu the difference between your current time and the lap's fastest lap (or the point in the lap is displayed).

Sound

Press **START**, **A**, or **C** to choose the option.

Sound Mode

Select either **JOY** or **MONITOR** sound.

BGM Volume

Choose the volume level.

BGM Select

Choose the track in the sound for the background music.

BGM Test

Play any of the BGM tracks. Press Button A or C to play the track, or Button Z to stop and return to the main Options screen.

S.E. Test

Play any of the game's sound effects. Select a track as you would for BGM Test.

Voices Test

Play any of the game's voice tracks. Select a track as you would for BGM Test.

Exit

Highlight BGM and press the Confirm Button or Button B to return to the main Options screen.

Key Config

Use this option to change the button functions of your Sega Saturn Control Pad or Sega Saturn Arcade Stick. Press Button A or C to access the option. Press the D Button UP or DOWN to bring up a configuration. When finished, press the Confirm Button or Button B to return to the Options screen.

Exit

Press the Confirm Button or Button B to return to the main menu screen.

Arcade

Select either CHAMPIONSHIP or FINAL FIGHT for your introductory match. Press the D Button UP or DOWN to highlight, then press the Confirm Button.

On the Car Select screen, pick one of four cars. Select All (Automatic Transmission), Entry MT (Manual Transmission), Outer AT or Entry MT.

- **Entry AT**
- **Entry MT**
- **Outer AT**
- **Entry MT**

Highlight your choice with the D Button and press the Confirm Button. When you select a car with manual transmission, during the race you drive the gears of the car. When using a car with automatic transmission, the gear automatically changes when a certain speed is reached.

If you have selected the Arcade (Manual) mode, you select the course also, whether the car type highlights the Grand Canyon (Manual) or Mountain (Expert) course and press the Confirm Button.



Time Attack

- 1 Start the screen, select the car you wish you will race the Dragon UP or DOWN to highlight and press the Confirm Button.
- 2 When you select CRCA or DOTA, the window appears. Select the customized type by pressing the Dragon UP or DOWN and press the Confirm Button. Or you can select a car you have customized. When you select "New" the set of machine "Tuned" was customized this appears. For more on car customization, see 2-10 Settings, page 12.
- 3 After you have selected the type of car, select the course. Choose one of the three Arcade mode courses (Street, Road, or Mountain). Press the Dragon UP or DOWN to highlight and press the Confirm Button.
- 4 How many laps will you race? Select 1 LAP or 100 LAP to keep going will you want to stop. Choose the you would when selecting course.

1



2



1



2



2 Player Battle

Select a car and race against a friend. Highlight the car you want to drive and press the Confirm Button. If you have selected CRCA or DOTA, select the customizable type.

If you have selected "New" List the list of customized car appears. Highlight one and press the Confirm Button. For more on car customization, see Car Settings, page 12.

Your partner must also make selections before going to the next screen. Be sure a Game Remote Arcade Race is plugged into Control Port 1.



Next choose the engine (and color) type. Select both **CLASSIC** when picking a car. Please notice the selection.



Choose one of the following for the race type: **1 LAP**, **3 LAPS** or **TIME LAG**

After you choose a **3 LAPS** or **3 LAPS** race, you have the choice of giving an advantage to one of the cars by setting the **Start** time of the other. Highlight either **"LAPES"** or **"START"** and hold the **Cursor** up or **DOWN** to set the delay time. That player's start will be delayed the number of seconds chosen.

You also choose the **Street Car Boost** option. Select **CRT** to give a boost to the engine (and thus the speed) of the street car in the race.



In the **Time Lag** race, the first car to reach the **Start** point sets the **countdown** clock. It makes the second car had better hurry up the first one went.

Press the **Control** Button to make your selection for the game screen.

I can't get more **CLASSIC** that the other race the night.



**"Colin is cutting corners more than anyone.....
He will cut one corner too many very soon...."**
Bruce Berry on Colin McRae RAC, rally 1995

Car Settings

Press the Car icon button, then highlight either CEJCA or DEJA and press the Car icon button.

Highlight a feature by pressing the D-Pad UP or DOWN, then press the D-Pad LEFT or RIGHT to change the setting.



Transmission

Selects 1st gearshift [M] or manual 1st gearshift [MT].

Handling

The higher the setting, the quicker the car responds to the game controls.

Tires

The higher the setting, the harder the tires. Setting 1 is most suitable for gravel, setting 5 for tarmac.

F. Suspension and R. Suspension

The higher the setting, the lighter the suspension spring. A higher setting is more suitable for high speed, as a light spring helps lengthen jumps. Likewise, on the other hand, a lower setting is useful for keeping the car close to the track, especially when going around curves.

Blow Off Valve

Change the sound the engine makes when you accelerate the car. Four choices available.

Save

Highlight SAVE and press the Car icon button to save the customized settings of the car. Be the first to save you, modify the settings. Save up to four customized cars. At a later time you can select one or more of the four Autos in the 2 Player split-screen mode.

Records

In the menu, you listed the top times in the Arcade and Time Attack modes. Press the **Left** button (L) or **DOWN** to toggle between **ARCADIA** and **TIME ATTACK**.

Press the **Button RIGHT** to access the scoring subcategories. Each time you press the **Button RIGHT**, another subcategory is selected. Press the **Button L** or **DOWN** to toggle between the choices in a subcategory.

For example, if you selected a top time in the Time Attack mode for the motorcycle with a suspended **Coloco** wheel in suspension, to see your score you would first highlight **TIME ATTACK**. Next, press the **Button** to the right and highlight **MC MOTORBIKE**. Do the same for **COLICA**, **TUNED** and finally **A1**.

A1 indicates that all selections of the subcategory are included in the list.

The top times for the selected race type appear at the bottom of the screen. Press **Button L** or **R** to scroll forward through the list of 1 or 10, until backward.

- 1 indicates a **Coloco** was used
- 2 indicates a **Coloco** was used
- 3 Orange indicates a reinforced car was used, red indicates a standard (only reinforcement) was used, blue indicates a standard (no reinforcement) was used



3-2-1 Go!

Reaching the Checkpoint

The goal of the game is simple: reach the next checkpoint of the course in the shortest time or the most times. Any remaining time is added to the next section of the lap after you pass through the checkpoint.

Search every inch of the track and you'll find them. Look for hidden cars that you can use to get on the edge of the track. Other way you lose valuable time. As it that wasn't enough,

unpredictable cars are ready to push you out of the way to reach the next checkpoint. Stay on ready to do some heavy steering.



Help Along the Way

You have a co-driver aboard who alerts you to the next junction. As he announces what kind of turn is ahead you are approaching, a sign appears on the game screen: easy (blue sign), medium (yellow), caution (red).



Button Functions

Follow the button legends on pages 56 to 59 to make your race. These are the default settings. To change them to suit you, see Key Config. page 9.

Racing View

While racing, you can change the view of the game screen.

Toggle between the cockpit view and back view by pressing the appropriate button (see Key Config. page 9). Experiment with both views and find out which one works best for you.

- [] cockpit view
- [] back view



Pausing the Game

If you press Start during game play the game pauses. You have three choices. Select:

- BACK to resume the game
- Y/P to quit the game
- STOP/PAUSE to go back to the beginning of the race

Highlights one of the choices and press Start to select.



"He hooked the car into a ditch too often, broke the front suspension, and a flailing driveshaft punched a hole in the gearbox"

Andrew Cowan, ex Malinver's retirement from the RAC Rally 1995

Courses

Desert

The course is famous for its long, steep curves, making it an ideal place for us, to keep things with the controls. There are several jumps where you'll need to stay in the curve of the road, or you'll crash into the sides and lose time.



Forest

The first part of the course is well surrounded by several steep hills. The going gets rough once summer. If you haven't learned how to brake or accelerate when going at high speeds when you enter the course for the first time, you'll learn soon enough.



Mountain

Two words describe the first time: narrow and rocky. Part of the course is at the village where there are some several quick turns to pass through. And a couple of dangerous left curves and a rocky narrow line road you'll get and make around.



"I was 100% always maximum, but I don't think I was taking risks. I was always driving within myself"
Colt McRae Winner 1995 IAC Rally and World Champion

Game Screens

Artode



1 Total Time

2 Lap Time

3 Time Remaining

4 Position

5 Best Time

6 Shift

7 Speed

Time elapsed at the time on the

Time per lap breakdown

Amount time to reach the next check point

Current position in the race

Top three times for this race

Current shift and engine's rpm

Current speed of the car

2 Player Battle



1 Lap Time

2 Shift

3 Speed

4 Laps

5 Best Lap

Time elapsed for this race on the

Current shift and engine's rpm

Current speed of the car

Number of the lap you are currently on

Your fastest lap in the race so far

Time Attack (3 Laps)



- 1. Torsion Time
- 2. Loop Time
- 3. Color Type
- 4. Ringback Time

Downloaded At: 11:53 11 September 2009

THEORY OF THE MIND

Disability services and accommodations center all work.

Further help on the course is available from our on-line help pages:

5. **Best Time:**

[illegible]

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- 100

Course I did not pass: 2 years

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Time Attack (Free Run)



- ☒ Log Time
- ☒ Access Times
- ☒ Gen Types
- ☐ Forward Log

1. *Journal of Management Education* 31(10):1133-1144

I can get into it, so I will be there.

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Follow up on the results to date for the car and fuel economy
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After The Finish

Name Entry

• Use the D-Pad to record **A**

- Your total time for the three courses in Arcadia (J. J. Compensating) mode is one of the top 10
- Your total time for the three laps in Arcadia (Proforma) mode is one of the top 10
- Your total time for the three laps in Time Attack (3 Laps) mode is one of the top 10 of your selected fastest lap for the course
- Your lap in Time Attack (Free Run) mode is the fastest

If your car is record time, congratulations! The Name Entry screen appears.

Press the D-Pad (LEFT or RIGHT) to highlight a letter and press the Confirm Button. Press Button B to highlight > and press the Confirm Button to cancel your entry. When finished, highlight END and press the Confirm Button.



Ranking screen

After you have entered your name for an Arcadia mode race, this screen appears. Displayed are the top times for the type of race you just ran. Press the D-Pad (UP or DOWN) or the Left or Right Stick Button to scroll through the list. When finished, press the Confirm Button or Button B.

At the bottom of this screen is the replay option. Select YES to replay your race on HD or end this screen. Highlight with the D-Pad stick and press the Confirm Button to select.



Results screen

This screen appears after you have entered your results on the Time Attack (3 Laps) mode. It also appears if you exit a race in this mode while the game is paused. Check out your stats for the race.

The replay option appears at the bottom of the screen. You can select to watch your race, or return to the mode select screen. Press the D-Pad (LEFT or RIGHT) to highlight YES or NO, then press the Confirm Button to choose.



Retired

When you do not finish a race, the car goes to garage.
But Race & PG Settings only you can set by yourself.



Replay

After you have selected YES from the Results or Time Attack (3 Laps) mode, watch your own race to succeed. Press Button A, B or C to change the viewing angle. Or press Start to pause the game.



From The Crew Chief

When First learning to play...

- Use the Time Attack (Free Race) mode for practice. You will have no competitors to worry about and ample time to perfect your driving skills.
- Modify and use track cars. After you have tried the standard Cabrio and Delta cars, in this way you'll have a better idea of your strengths and weaknesses as a driver, and be able to make the appropriate changes when you modify a tuned car.

During play...

- When going around medium and difficult curves, you will need to decelerate or your car will crash into the wall. There are several ways to do this:
 - Release the button you use to accelerate (Shift down again when you come out of the curve).
 - Tap the button used for braking.
 - Down shift before entering the curve (allowed in multiplayer only).
- Watch computer controlled cars, especially as they go around curves. They usually run on the best part of the course.
- Collisions are your greatest enemy, even the computer-controlled cars. If you continuously collide with a computer car, it'll take away your race guarantee for one race. Access the Time Attack mode and perfect your race.

